

**11.** An apparatus of providing a haptic effect using a plurality of vibrators in a portable terminal, the apparatus comprising:

- a user input unit in which user's input information is generated;
- a vibration strength determination unit determining a vibration strength level of each of the vibrators according to the user's input information; and
- a control unit generating vibration according to the determined vibration strength via each of the vibrators.

**12.** The apparatus of claim **11**, wherein the input information of the user input unit comprises at least one of a user's input position and relative distance between the user's input position and each of the vibrators.

**13.** The apparatus of claim **12**, wherein the user input unit detects a position of a screen touched by the user or a position of a keypad activated by the user.

**14.** The apparatus of claim **12**, wherein the vibration strength determination unit determines vibration strength level of the respective vibrators are determined depending on the relative distance between the user's input position and the respective vibrators.

**15.** The apparatus of claim **12**, wherein the vibration strength determination unit detects a duration that the user's input, and determines the vibration strength level of each of the vibrators according to the relative distance information and the duration of the user input.

**16.** The apparatus of claim **11**, wherein the user input unit detects a shifted input position whenever the user input is shifted and provides the shifted input position to the vibration strength determination unit.

**17.** The apparatus of claim **11**, wherein, in a vehicle driving game, the vibration strength determination unit changes vibration strengths of the respective vibrators according to a change in the center of gravity or a magnitude of centrifugal force exerted on an object according to a coming direction of the object.

**18.** The apparatus of claim **11**, wherein, in an obstacle avoiding game, the vibration strength determination unit changes vibration strength level of the respective vibrators in sequence according to a first position and a second position of a user's input to simulate avoiding an obstacle.

**19.** The apparatus of claim **11**, wherein, in a bouncing objects game, the vibration strength determination unit generates a stronger vibration for each of the vibrators as the duration is longer.

**20.** The apparatus of claim **11**, wherein the vibration strength determination unit detects a plurality of user's touches in a rotation manner; and generates a rapid vibration on each of the vibrators when a gap between the plurality of user's touches is smaller and generating a slower vibration on each of the vibrators when a gap between the plurality of user's touches is larger.

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